Manuals+

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SHOWVEN®

SHOWVEN 20250616 Consumption Sparkler Machine

Thanks for choosing SPARKULAR® FALLWe hope it will spark up your show. Please read the following manual carefully before operating this product.
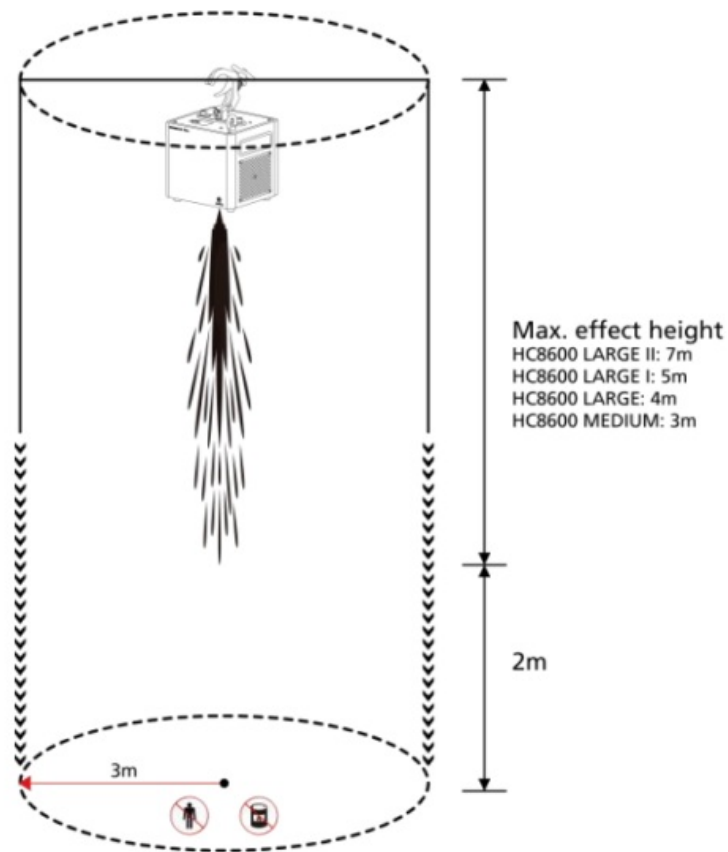
Safety Instructions

- Unauthorized repairs are prohibited; they may cause a serious incident.
- Keep SPARKULAR® FALL dry and do NOT use in rain or snow.
- Make sure the lidss of the feeding hoppersare well covered when using SPARKULAR® FALL.
- Accidentally burning consumablescan only use sandtextinguished.
- Consumables should be kept away from moisture and stored in a dry sealed environment.
- Check whether there is consumable aggregate in the output nozzle both before and after each show; if any, please clean it up, or it will affect the firing effect, damage the machine, and even cause a serious incident.
- The SPARKULAR® FALL power supply cable maximum allowed cascade of 6pcs (BT04) / 3pcs (BT05), exceeding the connecting may result in damage or even cause fire.
- For better heat dissipation, blocking the air intake and air outlet is prohibited.

- Covering the output nozzle of SPARKULAR® FALL is forbidden. Inspect the machine before each show, making sure no objects or materialss will block the output nozzle.
- Never touch the nozzle of SPARKULAR® FALL, danger of getting burned.
- Never touch the sparks which shooting out from the nozzle.
- Make sure no staff, audience and flammable materials stay under the SPARKULAR® FALL.
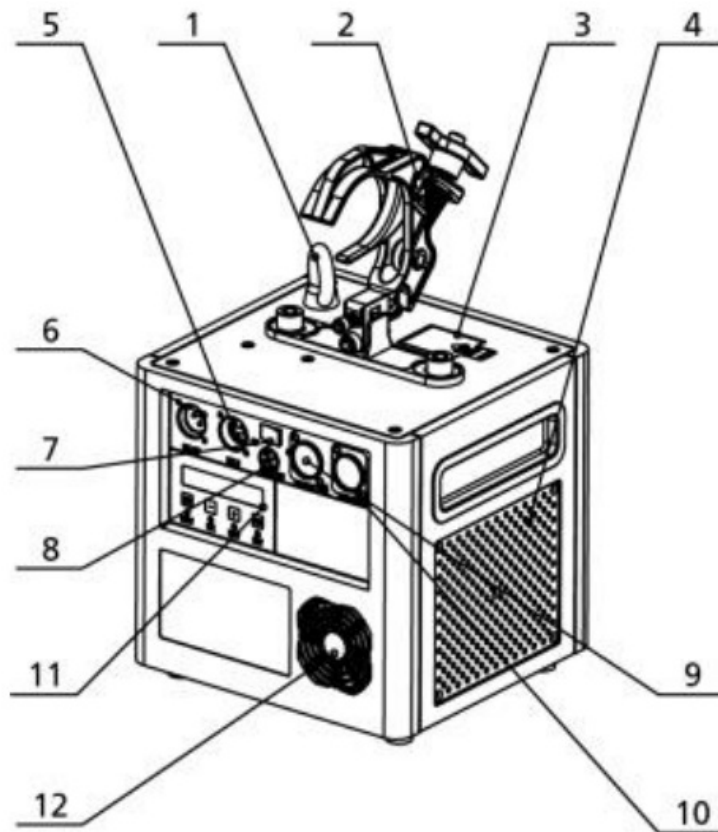
Safety Distance

- Keep the audience and flammable material at a minimum distance of 3m from SPARKULAR® FALL.
- Make sure sparks shoot out from SPARKULAR® FALL can NOT touch any objects. And keep a clearance with minimum 2m from the setting maximum effect length.
- Human, animal, or flammable materials are not allowed tobe lose to the underside area where hanging SPARKULAR® FALL.
- In a windy environment, increase the safety distance according to the wind direction and speed.
- The safety zone area shifts accordingly when the machine is installed in a tilted position. Please increase the safety distance in the direction in which the machine is tilted.
- Sparks and consumables from the machine can lead to serious eye injury. Always wear safety goggles when entering the safety zone.

Max. effect height
HC8600 LARGE II: 7m
HC8600 LARGE I: 5m
HC8600 LARGE: 4m
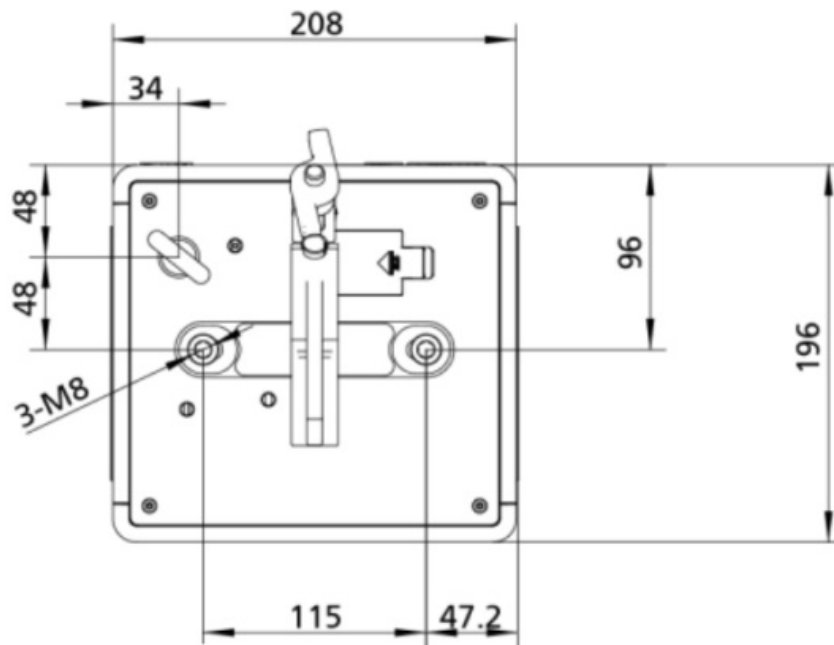HC8600 MEDIUM: 3m

2m

3m

Description

SPARKULAR® FALL is hanging special effects equipment for indoor/outdoor use to generate dazzling silver "waterfall" spark effects. According to different usage scenarios, the operator can self-define various types of "spark curtain" effects, varying from 2m to 7m by use of different types of HC8600.

Structure of SPARKULAR® FAL

1. Safety Loop
2. Clamp
3. Feeding Hopper Lid
4. Air Intake
5. DMX IN
6. DMX OUT
7. Power Switch
8. Fuse
9. Power IN
10. Power OUT
11. LCD Screen
12. Cooling Fan

Schematic diagram of the top fixing hole

Technical Specifications

- MODEL: BT04/BT05
- DIMENSION: 196×208×192mm
- WEIGHT: 6.0kg
- VOLTAGE: 220V(BT04)/110V(BT05), 50/60Hz
- WORK POWER: 500W
- EFFECT HEIGHT: 2-7m(according to HC8600 type)
- INTERFACE: 3-pin XLR, POWER IN/OUT
- CONTROL: DMX 2 channels, Wireless Remote
- ADAPTABLE TRUSS SIZE: 40-60mm

Operation Panel
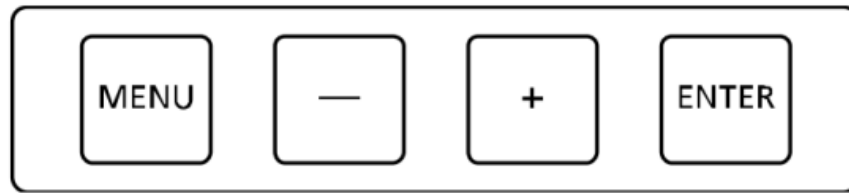
1. **LED display area:**

- **READY:** Flash means the machine is preparing, LED keeps on means ready to work
- **DMX:** Flash means DMX signal is connected, light OFF means there is no DMX signal
- **FAULT:** Light ON when error occurs

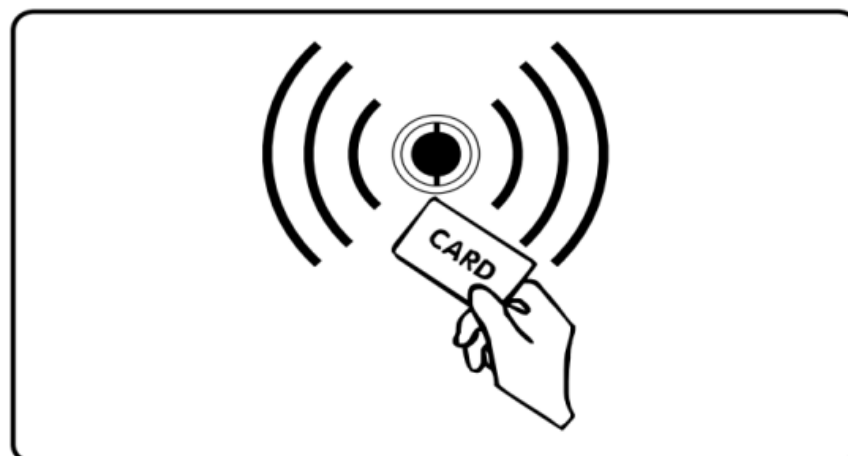- **HEAT:** Light ON when system is heating up

2. **Control button area:**

- **MENU** Press to switch through the menu, press and hold for 3s to enter the advanced menu
- -: Parameters down
- +: Parameters up
- **ENTER:** Confirm and save parameters.

3. **Bottom Indication Light**

- **Off:** Preheating not activated or machine is firing
- **Quick Flashing:** Preheating
- **Long on:** Preheated
- **Slow Flashing:** Error warning
- The indication light can be turned off in the menu.

4. **RFID area**

Composite Ti with an RFID card, swiping cards are used to identify parameters and types of granules.

The RFID card is disposable; one card can only be used time.

Interface

1. **Main Interface**

```
DMX  Address        1
210 ■ ■ ■         07.24
```

- First line: Display DMX address is "1"
- Second line: Display the present inner core temperature and the temperature progress bar; displays remaining time is 7 minutes and 24 seconds.

2. **Error information**

Error information	Explanation
E0 System IC	Systematic error
E2 Temp. Sensor	The temperature sensor is not connected or damaged
E3 P Temp. Over	Chassis over-temperature
E4 Time Remain	Insufficient granules or remaining time, please swipe the time card
E5 K Temp. Over	Heating chamber over-temperature
E6 Heat Fail	Heating failed

3. **Setting Menu**

Press "MENU" to enter the Setting interface, press the "MENU" button to enter different options until you return to the main interface

Options	Range	Default	Explanation
Set DMX Address	1-512	1	Set the DMX address, the machine becomes a wireless host and can send out DMX signal when its address is "1++"

Wireless Control	ON/OFF	OFF	Wireless function switch, you can match the machine with the remote controller when in "ON" status
Manual Fountain	ON/OFF	OFF	Manual fountain switch, for testing purposes only
Fountain Height	1 / 6	1	1 is low level, 6 is high level

4. **Advanced Menu**

Press and hold "MENU" for 3s to enter the advanced setup interface, press the MENU key to enter different options, wait 3 seconds to return to the main interface

Options	Range	Default	Explanation
Set Temperature	480-620	580	Set upthe inner Core temperature
Auto Heat	ON/OFF	OFF	Auto preheat function switch after turning on the machine
Density	70-100	90	Adjust the sparks'density
Mode Selection	Factory Mode User Mode	User Mode	Factory Mode is factory debugging mode, and User Mode is the user mode
DMX Channel Mode	2 / 4 / 2+3 DMX Channel	2 DMX Channel	Don't change. 4 DMX Channel and 2+3 DMX Channel are for special use.
Tip Over Error	ON/OFF	OFF	Tip over sensor ON/OFF
Default Parameter			Useless

Standby Switch	ON/OFF	OFF	When ON, the machine can fire only when heating up is finishedd
Status LED	ON/OFF	ON	Bottom indicates ON/OFF

5. **DMX mode**

When using the DMX controller, SPARKULAR® FALL occupies 2 DMX channels

The First channel	Functions
0-15	Firing OFF
16-135	Low Level Fountain ON
136-255	High Level Fountain ON
The second channel	**Functions**
60-80	Clear Material
20-40	Emergency Stop
0-10	Pre-heat OFF (Disable in Auto-heat)
240-255	Pre-heat ON (Disable in Auto-heat)

Operation Guide

1. **Check the output nozzle of SPARKULAR® FALL**

   Check carefully the output nozzle of each machine, make sure the output nozzle is in good shape, and there is no powder aggregate.
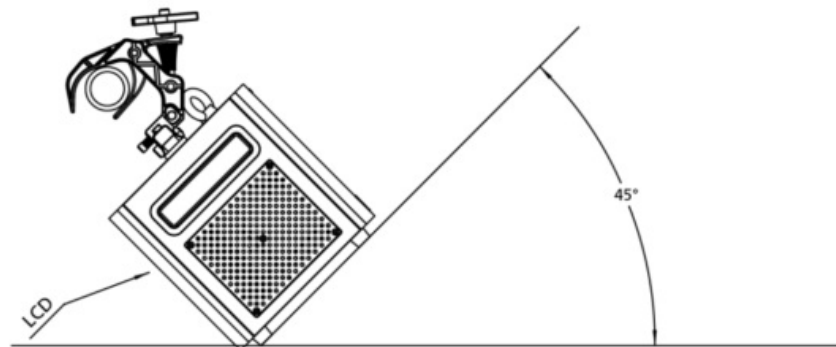
2. **Fill SPARKULAR® FALL**
   - a) Open powder bags and fill the feeding hopper. Hopper capacity of SPARKULAR® FALL is 280g.
   - b) Choose the correct consumable according to the hanging height and safety distance.
   - c) Make sure the lid of the hopper is locked tight after filling.

HC8600	Fall length (Low Level)	Fall length (High Level)
MEDIUM	2m	3m
LARGE	3m	4m
LARGE-I	4m	5m
LARGE-II	5m	7m

3. **Install SPARKULAR® FALL**

- a) Vertical hanging installation is preferred for SPARKULAR® FALL. If you need to install SPARKULAR® FALL in angles, please turn the Tip over to OFF status first. The maximum firing angle is 45 ° and can only be angled to the front side of the machine, as picture below.
- b) Make sure the machine is securely hanging on the truss to avoid falling. An extra safety rope is required for extra safety.
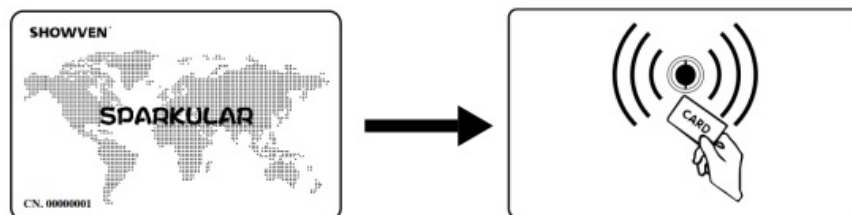

4. **Connect Power / DMX cable.**

- a) Connect a power cable to the POWER IN socket of SPARKULAR® FALL. Connect the other end ofthe power cable to the power source. Make sure the power supply is consistent with the rated voltage of the equipment, and the socket must well grounded.
- b) If connecting machines in sequence, please connect a power link cable to the POWER OUT of the previous machine, and connect the other end of the power link cable to the POWER IN of the next machine.
- c) The SPARKULAR® FALL power supply cable maximum allowed cascade of 6pcs (BT04) / 3pcs (BT05). Do not connect multiple exceed units to a single electrical circuit.
- d) Power ON all SPARKULAR® FALL.

- e) Assign DMX address for each unit of SPARKULAR® FALL. If you use the SHOWVEN host controller or FXcommander to control the machine, please allocate a unique DMX address for each unit of the machine.
  If you use a remote controller to control SPARKULAR® FALL wirelessly, please set the machine to wireless ON status and match the machine with the remote controller. For DMX cable control, please execute below operations (f to h) below.
- f) Connect a DMX cable to the DMX IN socket of the first unit of SPARKULAR® FALL, connect the male connector end of the DMX cable to your DMX controller (FXcommander, HOST CONTROLLER, light console, etc).
- g) Connect a DMX cable to the DMX OUT ofof therevious machine, and the other end to the DMX IN of the next machine. Connect all devices in series in this way.
- h) Suggest plugging inn a DMX terminator into the DMX output on the last unit of the machine to improve signal reliability. A signal amplifier is required for long-distance (>200m) DMX signal transmission.

5. **Activate SPARKULAR® FALL by swipe RFID card**
   - a) Swipe your RFID card. Read the card shown below. SPARKULAR® FALL shows the time remaining if read successfully.
   - b) SPARKULAR® FALL will report E4 when the remaining time is less than 10 minutes.
   - c) Please note each RFID card comes with a 200g package.. HC8600 can increase the single machine's 2020-minuteorking time. The maximum recharge time for SPARKULAR® FALL is 30 minutes. the the When the time reached 30 minutes, it couldn't rechargemore RFIDDeRFID cards.

6. **Programming and Firing**
   - a) Programming SPARKULAR® FALL, set the firing height, firing sequence,,s etc.
   - b) Heating the machine takes around 5min. It varies according to the voltage and environmental temperature.
   - c) Make sure the prescribed safety zone is clear.
   - d) Suggest clearing the material before firing.
   - e) Firing. In order to prevent overheating in the heating chamber and protect the

machine, the maximum continuous firing time for SPARKULAR® FALL is 30s.

- f) The operator should always have a clear view of the device, so that he/she can stop the show immediately when there is danger.
- g) Clear material for SPARKULAR® FALL for 5s after the show, clear material will remove the remaining particles from the heating chamber. For angled installation, please elongate the clear material time.

7. **Turn off and Clean up**
- a) Power off SPARKULAR® FALL, allow SPARKULAR® FALL to cool down.
- b) Disconnect all POWER and DMX cables. Remove the machine from the truss carefully.
- c) Empty the remaining HC8600 in the hopper, and store the remaining HC8600 in a dry sealed bottle for next time use. Never touch the output nozzle of SPARKULAR® FALL when the hopper. DANGER OF GETTING BURNT!
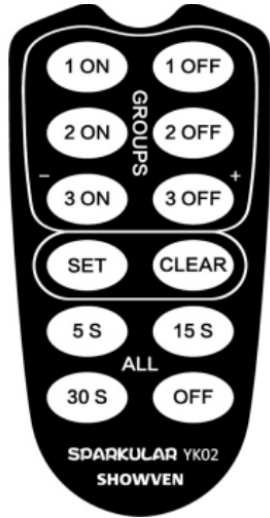- d) Clean the surroundings to remove powder residues.

Wireless Control Information

1. Wireless remote control mode:

When using wireless remote control, please unplug the DMX cable connection on the machine, set Wireless Control to ON status, match the remote controller with the machine, and pull out the antenna on the remote controller.

1 ON	DMX address "1" ON	1 OFF	DMX address "1" OFF	
2 ON	DMX address "3" ON	2 OFF	DMX address "3" OFF	
3 ON	DMX address "5" ON	3 OFF	DMX address "5" OFF	
SET	Match the machine with the remote	CLEAR	Clean material for 3 seconds	
5 S	All firing 5s	15 S	All firing 15s	

30 S	All firing 30s	**OFF**	All stop

NOTE:

- a) When the indicator light becomes weak on the remote controller, please replace the battery.
- b) When the machine is occasionally not working, it may be caused by interference. Please press the start button again.
- c) Wireless control is easily influenced by interference, suggesting staying as close to the machine as possible when using a remote controller, and machines cannot use metal shielding

Wireless host SPARKULAR® FALL mode (requires communication cables)

- a) In the case of strong interference, using the wireless host can avoid interference, ensuring stable control.
- b) Set the first unit of SPARKULAR® FALL DMX address into "1++"; this machine address is "1", but it can also output DMX signal and turn into a wireless host SPARKULAR® FALL.
- c) Use communication cables to connect all SPARKULAR® FALLs. The host SPARKULAR® FALL will receive the signal from the remote controller and transfer it to all other SPARKULAR® FALLs via communication cables to realize stable signal transmission.

Maintenance

- a) Empty the feeding hopper before shipment of the off-machine.
- b) Empty the feeding hopper if long time not use, for high-humidity environments, we suggest emptying the feeding hopper after showing.

- c) Clear material both before and after the show.
- d) Recommended to wash or replace the air intake filter every two months.

Warranty Instructions

- Sincere thanks for choosing our products. You will receive quality service from us..
- The product warranty period is one year. If there are any quality problems within 7 days after shipping out from our factory, we can exchange a brand n,,ew same model machine for.. you
- We will offer free of charge maintenance service for macwhich with hardware malfunction (except for the instrument damage caused by human factors) within the warranty period. Please don't repair the machine without factory permission.

Below situationsare are NOT included in warranty service:

- Damage caused by using another type of consumable that is not originally from SHOWVEN® .
- Damage caused by improper transportation, usage, management, and maintenance, or damage caused by human factors;
- Disassemble, modify,, or repair products without permission;
- Damage caused by external reasons (lightning strike, power supply,, etc.)
- Damage caused by improper installation or use;

For product damage not included ithe n the warranty range, we can provide paid service.
An invoice is necessary when applying for maintenance service from SHOWVEN® .

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Documents / Resources

	[SHOWVEN 20250616 Consumption Sparkler Machine](#) [[pdf](#)] User Manual 20250616 Consumption Sparkler Machine, 20250616, Consumption Sparkler Machine, Sparkler Machine, Machine

References

- [User Manual](#)

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🏷 20250616, 20250616 Consumption Sparkler Machine, Consumption Sparkler Machine, Machine, Showven, Sparkler Machine

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